JBSA Ft. Sam Houston Mission Training Complex

Gaming

Virtual Battlespace 3 (VBS3) is a 3D first-person games-for-training platform that provides realistic semi-immersive environments; large, dynamic terrain areas; hundreds of simulated military and civilian entities; and a range of geo-typical (generic) terrain areas, as well as actual, geo-specific terrains from U.S. Army areas of operation.

The **Army Low Overhead Training Toolkit (ALOTT)** is a training tool suite for Mission Training Complexes (MTCs), tactical/operational units, and Training & Doctrine Command Centers of Excellence (CoE) and Schools to bridge the gap between large scale Joint Land Component Constructive Training Capability (JLCCTC) exercises and non-simulation supported unit exercises. ALOTT was created to fulfill the demand from commanders and training centers for stand-alone applications, training aids and tools that are easy to use and 'cheap' to prepare and reset after each exercise.

The ALOTT Tool Suite includes:
- Division eXercise Training and Readiness System (DXTRS)
- Homestation Enabling Low-overhead Integrated eXercise (HELIX)
- Metis

Dismounted Soldier Training System (DSTS)

- Provides an immersive virtual training environment to conduct dismounted Soldier operations in an Operational Environment (OE).
- Provides capability to train Soldiers and units in all five operational themes and the four elements of Unified Land Operations (offense, defense, stability and defense support of civilian authorities) in the OE.
- Provides the capability to conduct dismounted Soldier operations (individual up to company level) in the OE.
- A dismounted Soldier can engage point or area targets with a doctrinally assigned weapon and move in doctrinally correct formations.

Terrain and Database Types

- Afghan Mountainous Terrain
- Wooded Database
- Iraqi Desert Database
- VBS3 Training Support Packages and Terrain Databases

The **Joint Exercise Enhancement Program Video Creation Tool (JEEP VCT)** is a Strategic Command initiative designed to virtualize the Public Affairs Office. VCT is designed to create simulated news broadcasts for disaster event planning exercises and to create virtual instructor videos to augment more traditional slide show presentations in the classroom. The user can select from several different newsroom and outdoor environments, place virtual characters in the scene and assign recorded dialog to them.

The program is a simulation designed to train junior leaders (both officers and non-commissioned officers) on interpersonal communication and basic counseling skills using Army Leadership FM 6-22, Appendix B, Counseling (Headquarters, Department of the Army, 2006.) The simulation features instruction from a virtual coach where basic counseling concepts are introduced, animated vignettes designed to show good and bad counseling sessions and five interactive practice environments where newly learned counseling skills are tested.